

Version 1.50 of the DPS24 OS introduces many significant improvements and new features to the DPS24:

- WAV Import / Export using the following devices (IDE or SCSI - Internal or External):

CD Recorders (ISO9660 discs - auto appended supported)

CD ROM (Import only, obviously!) (ISO9660 discs)

Harddisks (fixed or removable) (FAT32 / FAT16)

Zip250 drive (SCSI only tested) (FAT16)

With these devices, there is support for:

Full directory browsing for import (both CDs and HDs)

Full directory creation support on harddisk / Zip250 drives and single level directory creation on ISO9660 CDs.

Deleting files (not directories) on harddisks / Zip250 drives

Renaming files and directories on harddisks / Zip250 drives

Importing at timestamps (if available) and importing filenames for use as Channel names.

Timestamping (BWF format) for all exported files.

Auto-naming export files (from Project name or Channel names).

Export to either mono, stereo or multi-channel WAV files.

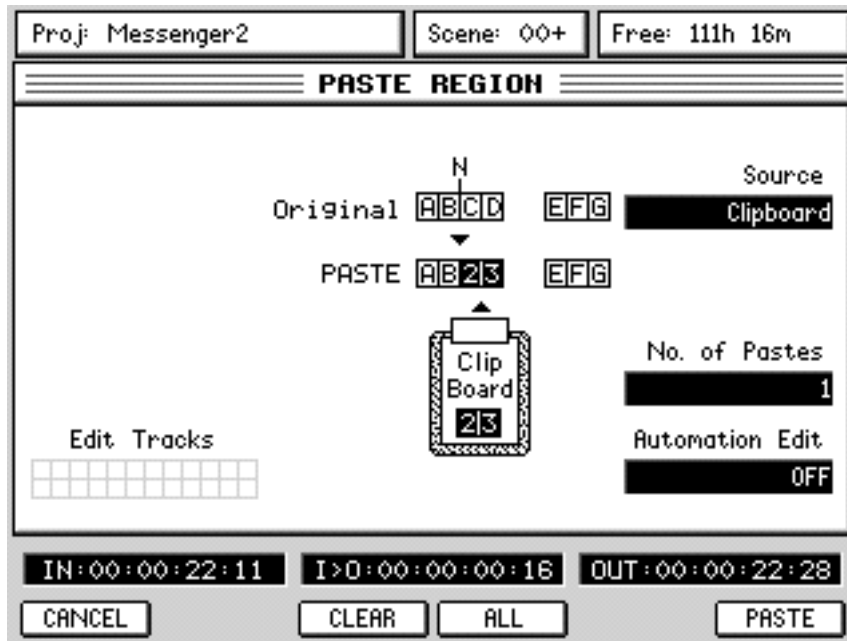
Exporting the minimal amount of audio for a region (for destinations that support timestamps) or exporting from a set point for all files (for destinations that do not support timestamps). Support for exporting entire region length for loops, etc.

- Backup / Restore / Audio CD burning / Audio CD playback from external CD-Rs.
- More information about CDs on DISK page.
- Ability to view and play unfinished audio CDs.
- Destructive Solo In Place with isolate.
- Fader Flip Mode - flip FX / Aux send levels onto faders.
- Goto & Continue support on GOTO and GOTO TIME pages - locate and continue previous transport state (i.e. if in play at +.75x speed, after locate the DPS will start playing again at +.75x speed).
- Press *and hold* GOTO then press + or - to jump to next or previous cue.
- Quick Locators - press and hold GOTO then press 0-9 to jump to Quick Locator 0-9 and continue (as in Goto & Continue). Press and hold MEMORY then press 0-9 to store current time in Quick Locator 0-9. Quick Locators are a group of 10 AutoLocate markers (00-99, 10-19, 20-29, etc.) which is user selectable.

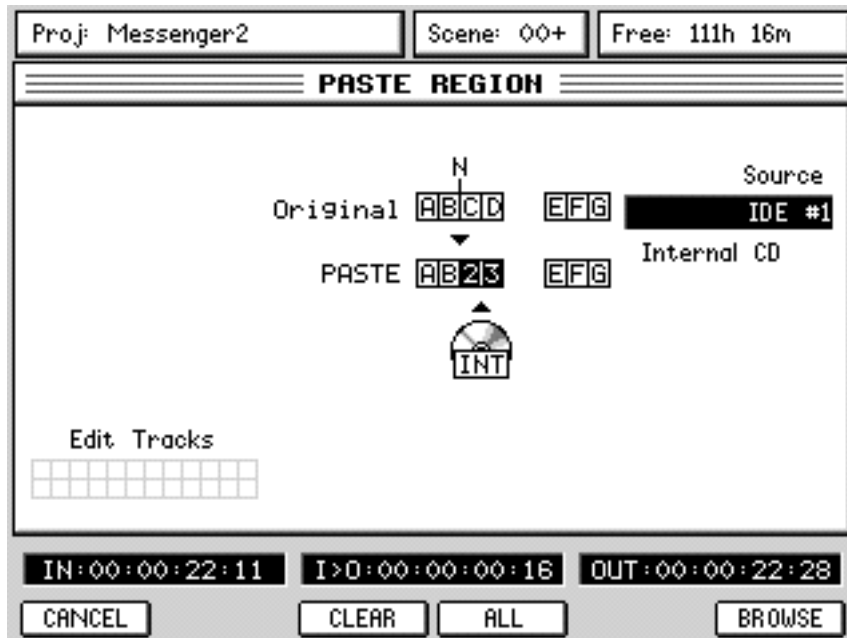
- Press and release GOTO or MEMORY now pops up the GOTO / MEMORY pages. GOTO followed by PLAY rolls back by the pre-roll time and continues (as in Goto & Continue). GOTO followed by STOP locates to 0 and then continues.
- User selectable Latched / Momentary operation for fast-shuttle.
- Momentary Undo confirmation pop-up (disabled by user preference).
- OUT point is no longer set when a recording is aborted.

**WAV IMPORT**

The new IMPORT function is available in the EDIT mode in the PASTE and INSERT pages:

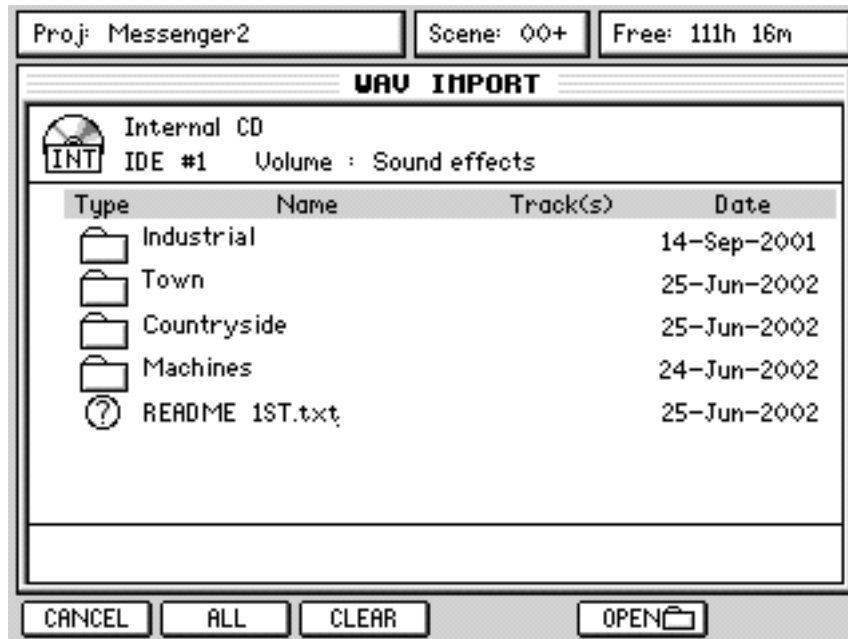


A new field exists on Q2 which allows you to select the source of the PASTE / INSERT. By default, this is set to CLIPBOARD and the paste / insert will be as normal from the DPS24's internal clipboard. However, it is possible to use Q2 to select any of the installed or externally connected drives:

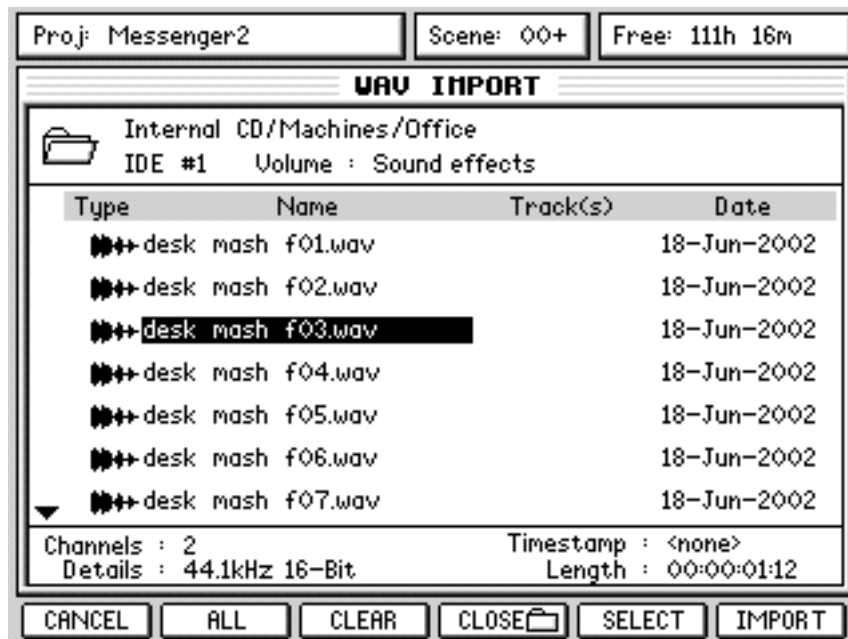


When a drive is selected (in the example shown above, the internal CD on IDE#1 is the selected drive), F6 changes to show BROWSE. This allows you to see the contents of the selected drive.

Pressing this shows a screen that displays the files on the selected drive:



Folders on the disk are shown and these can be opened with the OPEN key on F5:



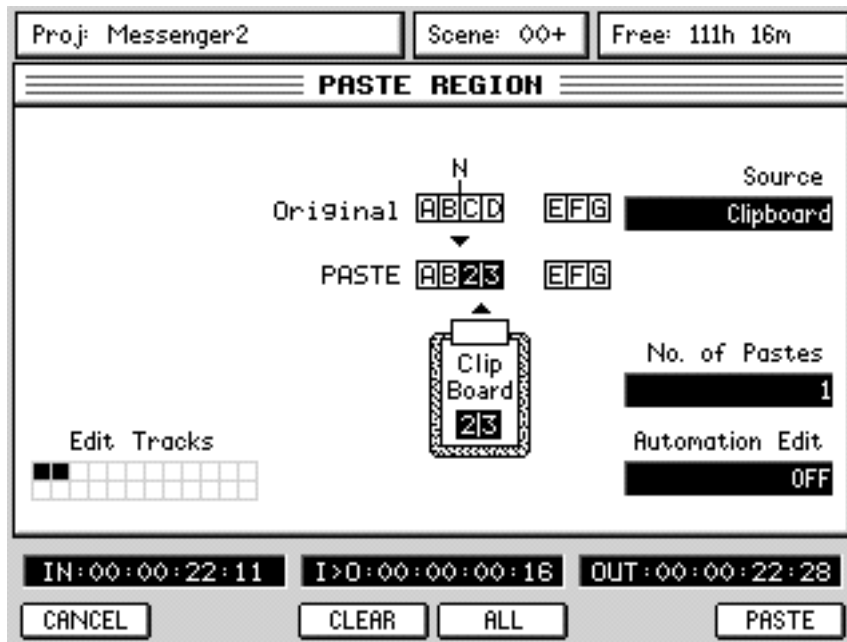
You will see the contents of the selected folder. In the example shown above, you can see the .wav files listed. You can move the cursor up and down through the list to see the various files.

**NOTE:** Broadcast .wav files sometimes use the extension .bwf. These are also compatible with the DPS24.

### 10 STEPS TO IMPORTING A STEREO WAV FILE

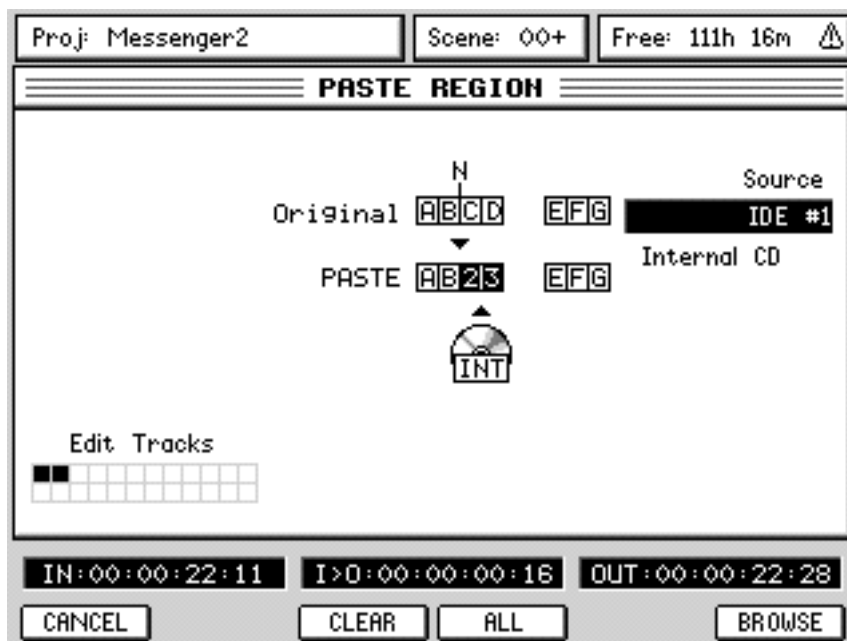
To explain this easily, let's imagine a possible scenario : you are working on a song and you want to import a drumloop onto tracks 1 and 2 from a CD-ROM using the DPS24's internal CD drive. Assuming the CD is in the drive., locate to the point where you want to place the drumloop and ....

- 1 Press the EDIT key
- 2 Select tracks 1 and 2 for edit
- 3 Press PASTE or INSERT. You will see (something like) this screen:

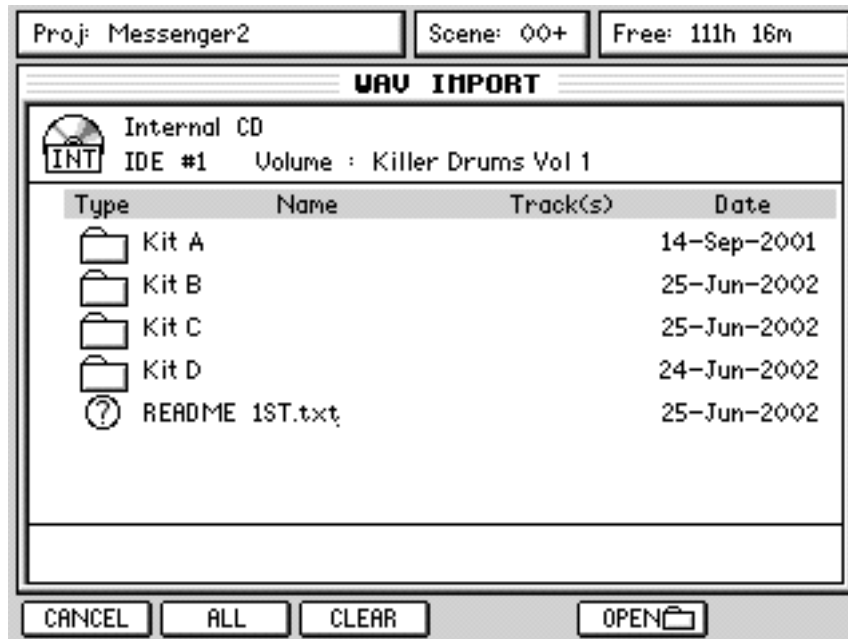


The tracks selected for edit are shown bottom left.

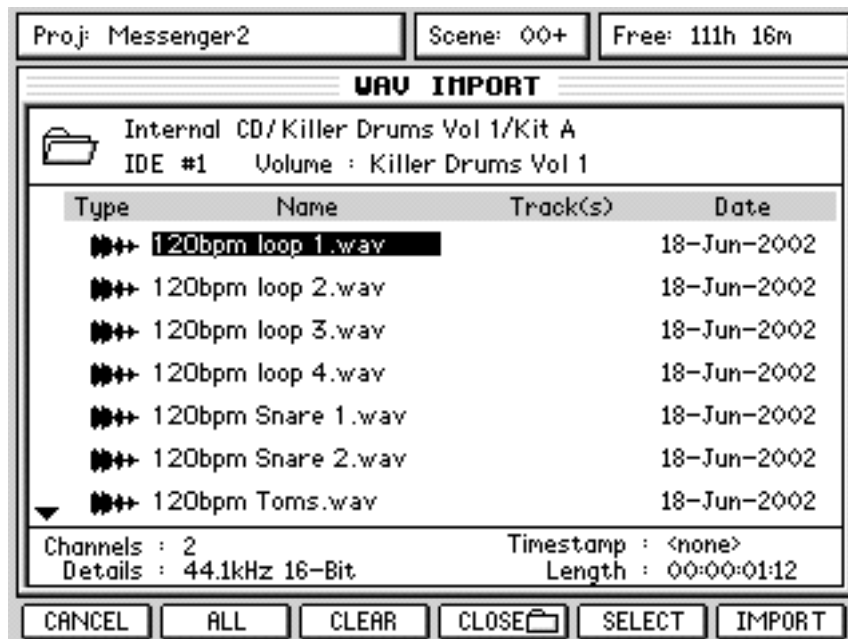
- 4 Select the internal CD-ROM drive using Q2. You will see something like this screen:



- 5 Press BROWSE. You will see something like this screen:

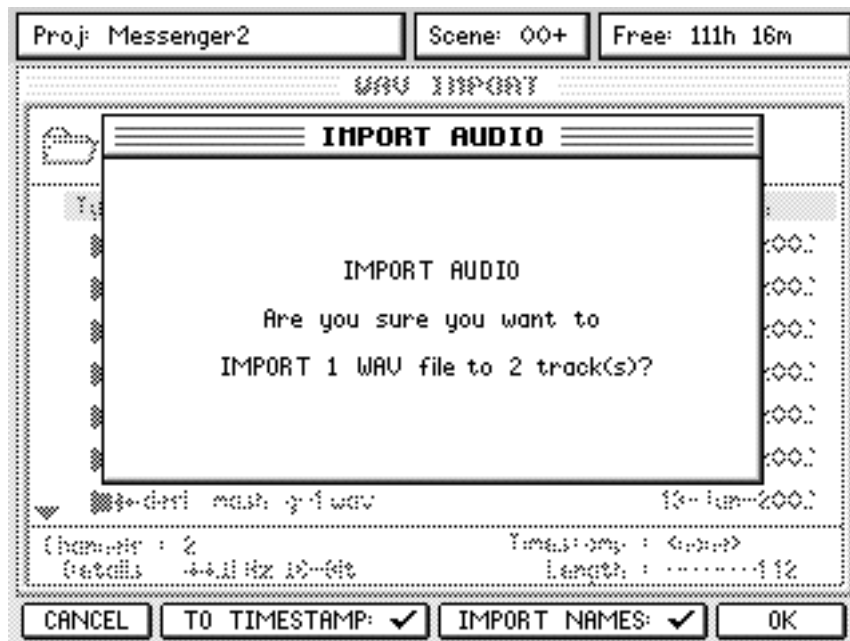


- 6 Move the cursor to the folder you want to open
- 7 Press the OPEN key [F5]. You will see something like this screen:



- 8 Move the cursor to the file you want to import

- 9 Because we are only importing a single .wav file, all you need to do now is press IMPORT. You will see something like this screen:



You now have two options you can choose before you proceed.

TO TIMESTAMP on F2/3 allows you to have the .wav file automatically placed at its own original timestamp within the DPS24 project. With .wavs, it is possible to store the timestamp information as part of the file. This is not to be confused with the time of the day it was recorded (i.e. 2.15pm) but the time/position in the project where it was recorded. So, for example, if you recorded something in a three minute project during the middle eight, it would have a timestamp of (say) 00:01:43. Many (if not most) hard disk recording systems support this feature and so, when importing files from other systems, the DPS24 can use these timestamps so that the recordings you are importing are placed in exactly the same place in the DPS24 project as they were in the other system's project. This feature is ideal for importing project from other systems, especially when importing multiple .wavs from a multi-track project. We will look at this later when we discuss IMPORTING MULTITRACK WAV FILES.

The other option on F4/5 is IMPORT NAMES. With this checked (i.e. 'ticked'), the file name will be imported and used as the name for the track(s) the file is being imported onto. For example, in the example shown above, tracks 1 and 2 will automatically be named "120bpm loop 1". this can be very useful when importing material that will form an entire track but please note that if you are importing several different files onto the same track (for example, importing sound effects one after each other on the same track), the track name will be that of the most recently imported file.

For the purposes of this example, we need neither the timestamp or the filename so uncheck both options (so that they show a 'cross').

- 10 Press OK.

You will see a progress display as the file is imported from the CD to the selected tracks. At the end of the process, you will see a confirmation dialogue - press OK [F6]

The import is done! The drumloop will be on tracks 1 and 2... do with it what you will!

**CONCISE VERSION**

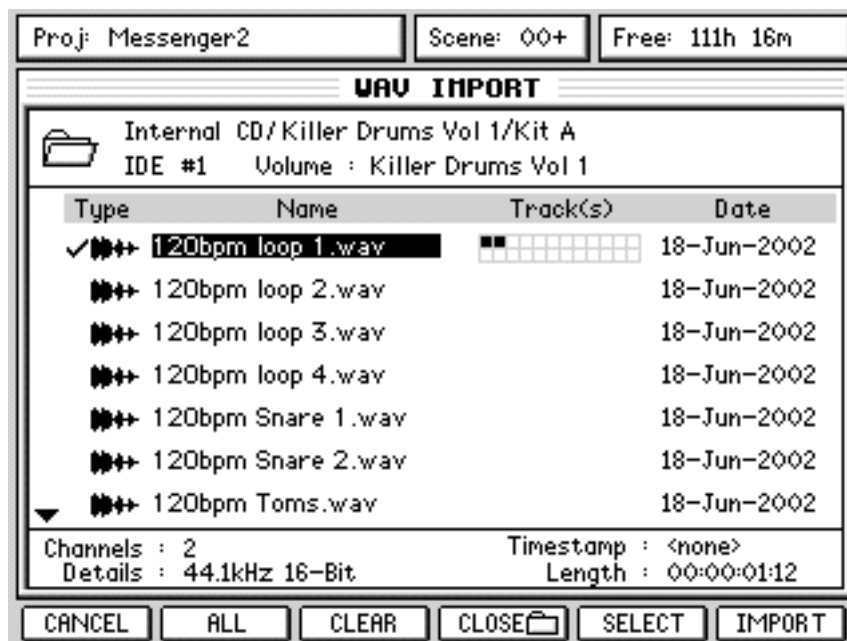
- Put the CD you want to import from in the DPS24's CD-ROM drive
- Locate to the point where you want the file to be imported
- Press EDIT and select the destination track(s) for import
- Press PASTE or INSERT
- Select the source (e.g. IDE #1 - internal CD-ROM) using Q2
- Press BROWSE [F6] and locate the file you want to import
- Press IMPORT [F6]
- Uncheck TO TIMESTAMP [F2/3] and IMPORT NAMES [F5/6]
- Press OK

**NOTES ABOUT IMPORTING A SINGLE FILE**

- 1 The example describes importing a .wav file from a CD using the DPS24's internal CD drive. You can (with the optional SCSI board option installed) also import from external SCSI harddisk drives, external SCSI CD drives and Zip 250 drives. The formats supported are:

CD ROM (internal IDE or external SCSI)	ISO9660
Harddisks (fixed or removable)	FAT32 / FAT16
Zip250 drive	FAT16

2. When importing a single file, you can (if you want) press SELECT [F5]. This has no particular advantage except that the selected file will be 'ticked' for confirmation and also the destination tracks will be shown alongside the file selected for import:



To 'de-select' a file, either press SELECT again or press CLEAR [F3]

3. The sample rate/bit depth of imported files is as original file parameters. RESAMPLE (DSP) can be manually applied to imported audio to match current project.





Now, as you select each file, you will see an indication of the tracks that each file will end up on shown to the right of the filename:

Type	Name	Track(s)
✓ [icon]	Tracks 1&2.wav	■ ■
✓ [icon]	Tracks 3&4.wav	■ ■
✓ [icon]	Tracks 5&6.wav	■ ■

In the above example (which shows a typical application for multiple file insertion - importing projects made on other systems), the track are shown in descending order and so it would make sense to put the various files on the same tracks as the DPS24.

However, you can set the tracks the file(s) will be allocated to simply by selecting them in order. So, for example, if for some reason you wanted to allocate the above as follows:

FILENAME	DPS24 TRACKS
Tracks 1&2.wav	Tracks 5 and 6
Tracks 3&4.wav	Tracks 1 and 2
Tracks 5&6.wav	Tracks 3 and 4

You would press the SELECT key in the following order:

- 1 Tracks 3&4.wav
- 2 Tracks 5&6.wav
- 3 Tracks 1&2.wav

And you would see this on the screen with the files allocated to the tracks accordingly:

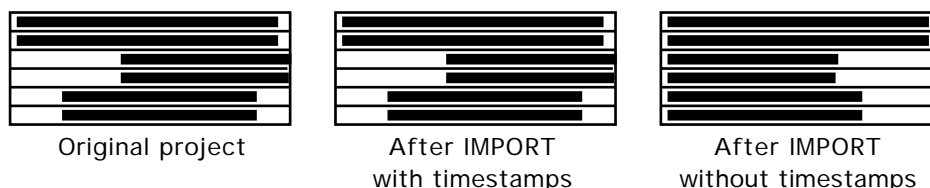
Type	Name	Track(s)
✓ [icon]	Tracks 1&2.wav	■ ■
✓ [icon]	Tracks 3&4.wav	■ ■
✓ [icon]	Tracks 5&6.wav	■ ■

When you're ready and you have selected all the files you want to import, simply press IMPORT on F6.

As with importing a single file, you will receive a prompt asking you to confirm. You will also have the option to select whether the files' timestamps (if any) are used and whether you want to use the filenames as track names:



Only you can decide! However, if you are importing a project from another system, it is quite likely that all the files will be timestamped and so, to retain their relative synchronisation when imported into the DPS24, it would be best to enable TO TIMESTAMP.



Also, if you are importing projects from another system, it's quite likely that the tracks will have been named so it might be wise to use IMPORT NAMES as well. Whatever you choose, to import the files, press OK. You will see a progress display as the files are imported and at the end of the process, you will see a confirmation dialogue - press OK [F6].

Importing multiple files in this way is ideal for working on projects that have been created on other systems. Although the DPS24 cannot read their Q-Lists directly, being able to read each file's timestamp on the DPS24 allows you to effectively re-create the Q-List from the project on that system.

However, please note one thing...

It's quite possible that the original project created on the other system has several cues at different times on one track:



Of course, all these small cues have unique timestamps but, because it is not possible to assign more than one recording to any given DPS24 track, the individual files will need to be spread across several tracks.

However, having said that, most systems should be able 'render' these individual recordings as one long take that can be placed on one track (or a stereo pair) of the DPS24. I.e.



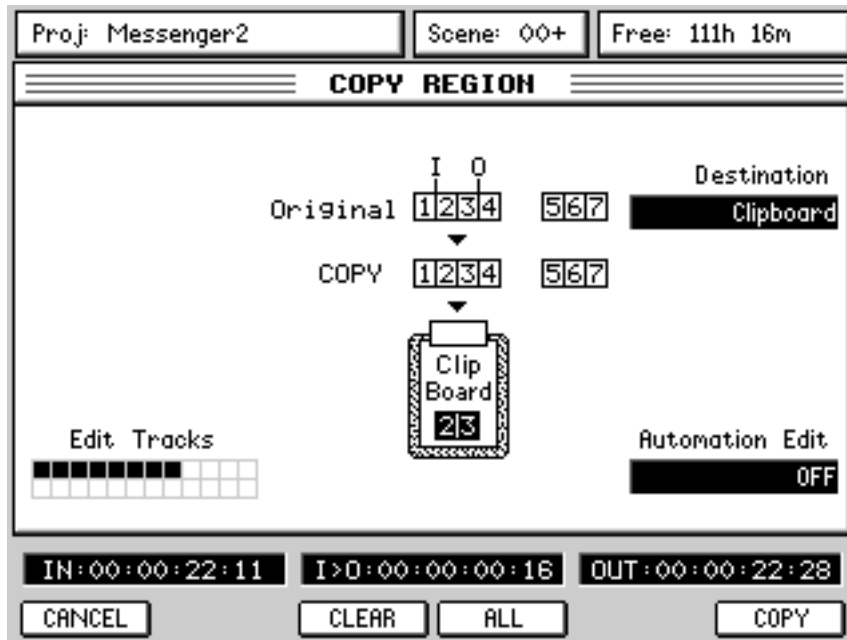
Original project  
after rendering

Many systems will render individual recordings by default.

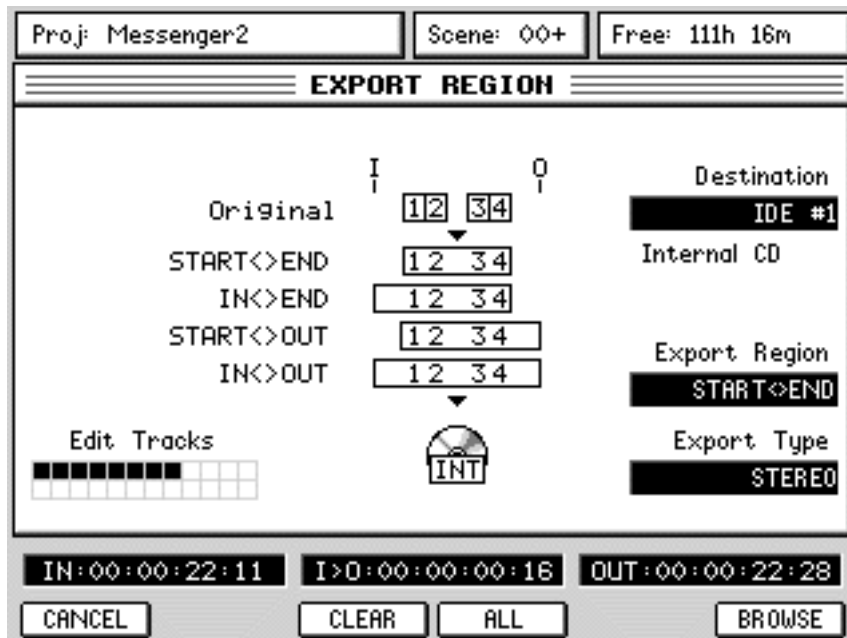
The sample rate/bit depth of imported files is as the original file parameters. RESAMPLE (DSP) can be then be manually applied to imported audio to match current project.

### EXPORTING WAV FILES

Version 1.50 also allows you to export recordings to CD and/or hard disk. The export function is available as part of the COPY function in the EDIT pages. The process is almost identical to copying audio within a project... mark an IN/OUT region and copy it. The difference is that you copy it to a CD/HD instead of the internal clipboard. To access the function, press EDIT. Now select the track(s) you want to export and press COPY [F1]. You will see this screen:



Using Q2, select the drive you want to export the tracks to:



Q5 allows you to select certain options for the export. These are:

START <> END	Regardless of the IN/OUT region, only the actual audio contained within the IN/OUT region will be exported. The graphic on the COPY page should give a clue to the end result.
IN <> END	The audio between the marked IN point and the end of the actual audio will be exported.
START<> OUT	The audio between the actual start of the audio and the marked OUT point will be exported.
IN <> OUT	The audio between the marked IN / OUT point will be exported.

One thing to note, however, is that all audio within any of the selected options will be 'rendered'. In other words, if (for example) a particular track has a load of small, individual cues in the original DPS24 project, when exported, that track will be one continuous .wav file. For example



Original track



The exported version

The graphics on the screen should also give a clue as to what will be exported.

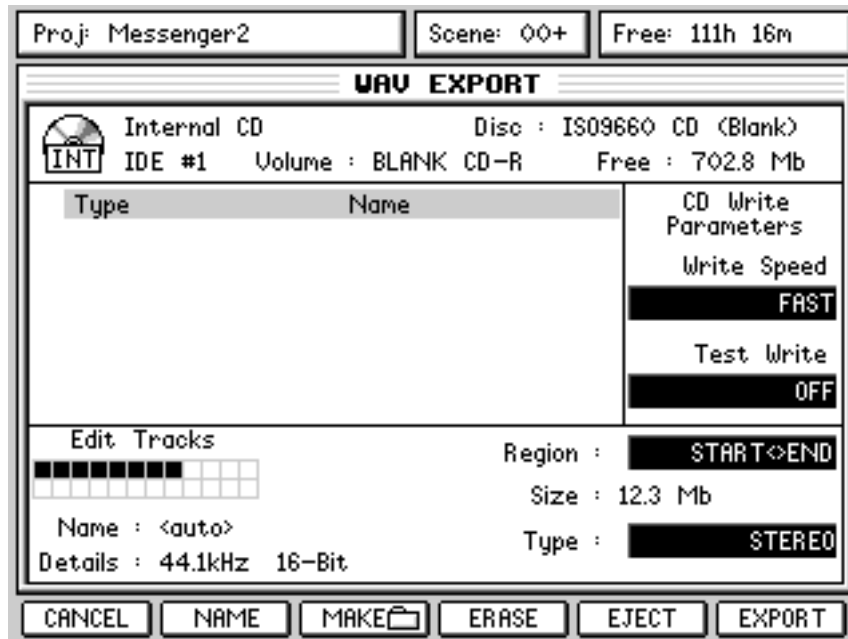
Q6 allows you to select the EXPORT TYPE. The options are:

MONO	Each of the selected tracks will be exported as individual, separate mono timestamped files.
STEREO	Disk channels that are paired as 'stereo' will have their recordings exported as stereo timestamped files. Those channels that aren't 'paired' will be exported as mono files.
MULTI-CHANNEL	This option will cause the selected tracks to be exported as a multi-channel .wav file.

This is appropriate for exporting entire projects to other multi-track systems. However, please note... track-order is preserved. For example, if DPS24 edit tracks 1,2,4,5,6,11,12 are selected, these will map to channels 1,2,3,4,5,6,7 of the multi-channel .wav file).

If all this seems a bit bewildering, don't worry! The principle purpose of the EXPORT function is to allow the exchange of projects between different systems. With that in mind, your best bet is to mark the start and end of the project with the IN/OUT keys, select MULTI-CHANNEL as the export type and press EXPORT and follow the on-screen instructions.

To actually export the audio, press BROWSE. You will see this screen:



If the disk (CD or harddisk) is blank, the screen will look like the example above. However, if there is material on the disk already, you will see that data. You can also see the status of the disk at the top right of the screen. The various states are:

UNFORMATTED	The disk is unformatted. You will need to format the disk separately before it can be used.
BLANK	Formatted but blank / empty
OPEN	A CD-RW that has been written to but is still 'open' to take more data.
CLOSED	A CD-RW that has been written to and 'finished' This, of course, cannot take any more data.
NO DISK	You can guess that one !

You can, if you wish, just go ahead and export the selected tracks at this point by pressing EXPORT [F6]. The files will simply be written to the root directory of the disk as individual mono, stereo or multi-channel files. For many applications (i.e. passing a single project on to someone with a different system), this will be enough and you don't need an elaborate filing system to be created. However, if you do have a need to put different recordings or projects in a different folder, the MAKE key [F3] can be used to create a new folder or open an existing one. These can be named in the usual fashion. However, only a single level of folders is supported for CD export.

Export files can be either explicitly named or auto-named. The NAME key [F2] can be used to enter a name or, if left blank, select auto-naming.

For named MONO or STEREO exports, the resultant filename has the track number appended. Since MULTI-CHANNEL export will always generate a single file only, nothing is appended to the name.

For auto-named MONO or STEREO exports, the resultant filename is the Channel Name of the track (STEREO exports use the left channel and remove ' L', if present, from the end of the Channel Name). For auto-named MULTI-CHANNEL exports, the resultant filename is simply the Project name.

Examples:

1. Named export 'Test Export' of tracks 1, 2, 3, 7, 11 (with tracks 1 + 2 paired):

MONO

Test Export 01.wav  
Test Export 02.wav  
Test Export 03.wav  
Test Export 07.wav  
Test Export 11.wav

STEREO

Test Export 01.wav  
Test Export 03.wav  
Test Export 07.wav  
Test Export 11.wav

MULTI-CHANNEL

Test Export.wav

2. Auto-named export of tracks 1, 2, 3, 7, 11 (with tracks 1 + 2 paired):

MONO

Guitar 1 L.wav  
Guitar 1 R.wav  
Synth FX.wav  
Lead Guitar.wav  
Vocal.wav

STEREO

Guitar 1.wav  
Synth FX.wav  
Lead Guitar.wav  
Vocal.wav

MULTI-CHANNEL

Really Cool Project.wav

If a file already exists on the CD/harddisk with the same name as a file to be exported, a dialog will pop-up allowing the user to auto-rename the file. Auto-renaming consists of appending an incremental number onto the filename (e.g. 'export.wav' -> 'export 2.wav' -> 'export 3.wav'). For harddisks it is possible to overwrite the existing file by selecting NO [F5] at the auto-rename prompt. It is NOT possible to overwrite files on a CD, instead, if NO is selected, the exported file will have the same name as the existing file and will be inaccessible on most systems.

Any unwanted files that may be on disk can be erased using F4 and files can be renamed using F2. It is NOT possible to erase or rename files on a CD.

**NOTE:** When exporting, please note that the sample rate/bit depth of exported files is defined by current Project settings.

## IMPROVED CD-R / CD-RW SUPPORT

The DPS24 now supports Internal IDE and External SCSI<sup>1</sup> CD-RW drives for all CD-R/RW related features.

This allows installing a removable IDE HD in place of the CD-RW drive.

**NOTE:** Recording/Playback is only possible on the IDE HD that is set as Master.

It is also now possible to PLAY the Audio Tracks of an unfinished CD.

Backup / Restore, Audio CD burning and Audio CD playback is now possible from external CD-Rs.

More information about CDs is now shown on the DISK page:

Proj: FOR Album CD2		Scene: 00+	Free: 111h 16m
DISK SETUP			
INT HD	Name : Internal HD	IDE #0	
	Format : FAT32		
	Volume : Akai DPS24	Free : 32.9 Gb	
	Name : Internal CD	IDE #1	
	Format : IS09660 CD	Disc : Closed	
	Volume : FMCD 125	Free : 0 b	
SCSI	Name : External HD	SCSI #1	
	Format : FAT32		
	Volume : Akai DPS24	Free : 2.5 Gb	
	Name : External CD	SCSI #3	
	Format : Audio CD	Disc : Closed	
	Volume :	Free :	
SCSI	Name : External HD	SCSI #4	
	Format : FAT16		
	Volume : Akai DPS24	Free : 75.4 Mb	
EXIT		SCAN	DISK FORMAT
			CLEAN UP DISK

1 The optional SCSI board needs to be installed in the DPS24 for to use external SCSI CD-RW drives.



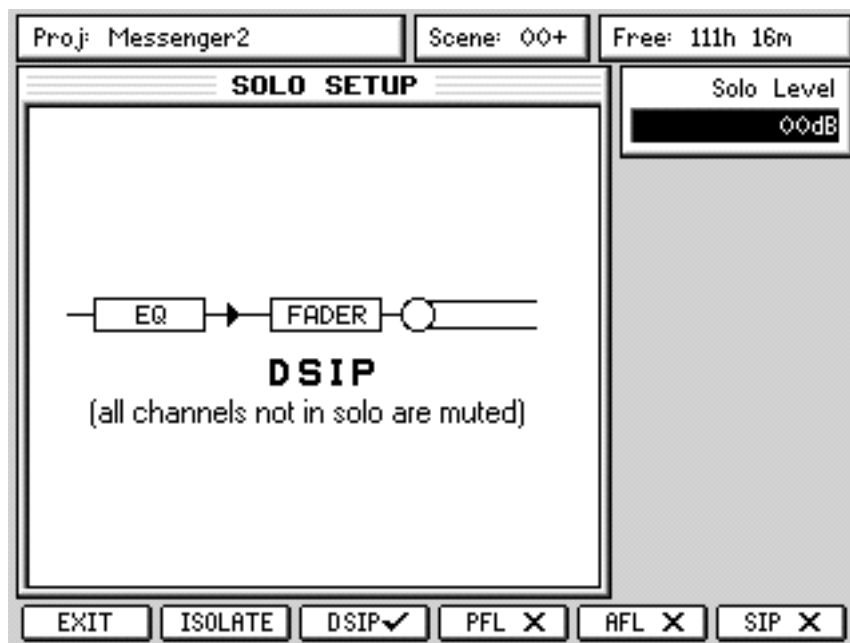
## DESTRUCTIVE SOLO IN PLACE

A new SOLO option is introduced in Version 1.50

Sometimes, when soloing a channel, it is useful to solo it in the context of any effects that may be applied to it. For example, you may have a guitar part recorded to which you have added chorus, delay and reverb. Normally, when you solo the guitar channel, that's all you'll here... the guitar ... without effects.

With DSIP, it is possible to isolate the FX return channels so that when you solo the guitar, the FX returns won't be muted and you will hear all the treatments applied to that channel. Note that because all other channels are muted, you won't hear the effects that may be applied to other channels... all you will hear are the effects as they are applied to the solo'd channel.

To facilitate this, the FX/AUX SETUP page has new options:



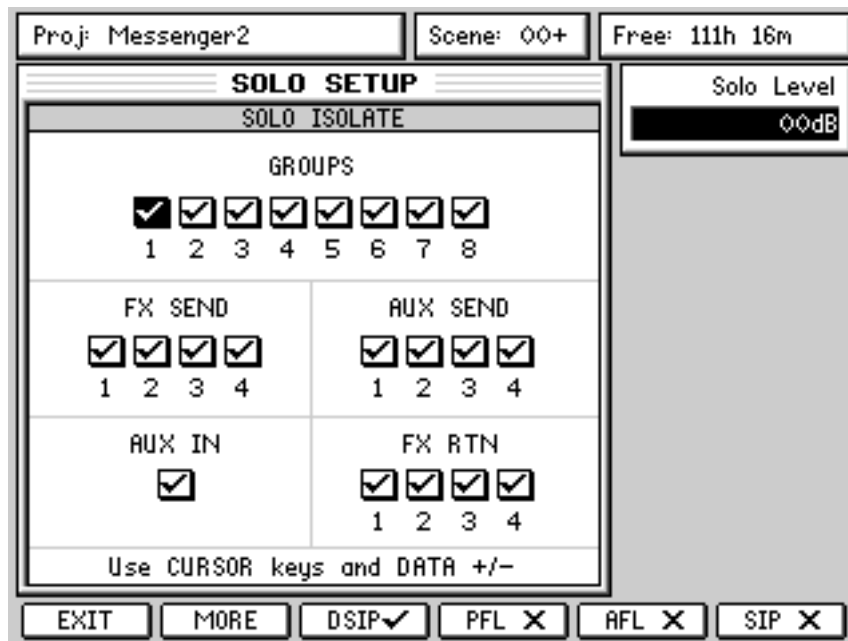
Please note one important difference between this SOLO mode and the others... the clue is in the word 'destructive' (and the block diagram in the above screen).

With the other SOLO modes (PFL, AFL and SIP), these merely affect what you hear on the MAIN and NEAR monitor outputs. In other words, you can solo channels whilst you are mixing down through the MASTER STEREO OUTPUT and the master stereo mix will not be affected.

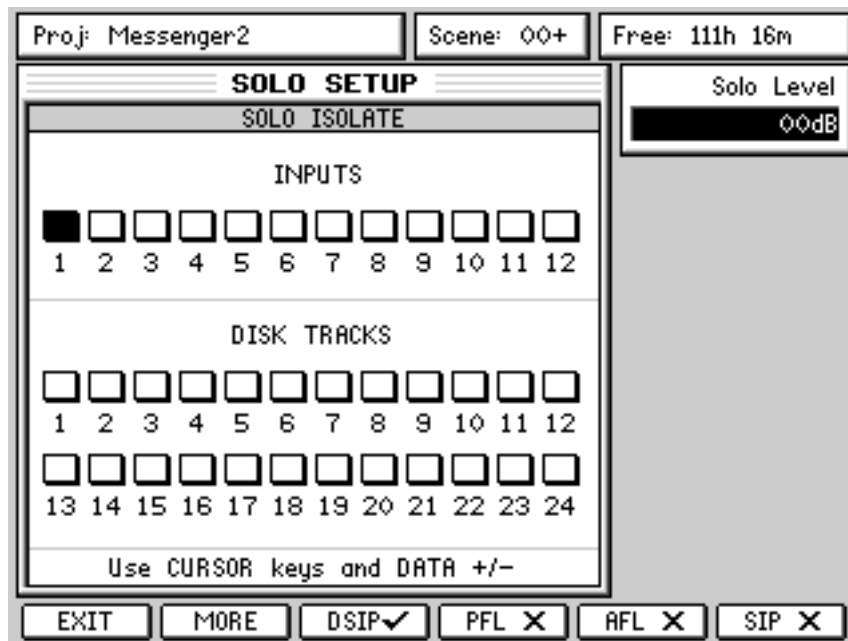
However, with DSIP selected as the SOLO mode, soloing a channel will affect what's heard on the MASTER STEREO OUTPUT. So, you're mastering your project to an external 2-track through the MASTER STEREO OUTPUT and you solo that guitar channel just to check it. You hear it in isolation and all is well so you 'un-solo' it. Fine... no problem except....

When you listen back to your master mix on the external 2-track, that solo action will have been recorded! Please be aware of this when using DSIP.

You can isolate the channels that you don't want to be solo'd when SOLO is pressed using the ISOLATE key on F2. Pressing this will show this screen:



Pressing MORE on F2 will show this screen:



Those channels that are 'ticked' will not be muted when another channel is solo'd.

## FADER FLIP

It is now possible to 'flip' (or swap) the faders and FX/Aux sends allowing you to set FX/Aux sends using the motorised faders. This is useful when you require very abrupt changes to FX/Aux sends... to allow for precision when setting the FX/Aux send levels, the encoders need a few turns to cover the entire range. The faders, on the other hand, can cover the entire range in one swift movement.

To flip the faders, simply 'double-click' the FX/Aux buttons:



Press the FX/Aux key once to select it. Press it again to 'flip'. When 'flipped', the faders set FX/Aux send level and the encoders now set channel level.

When 'flipped', the LED in the key will flash to indicate its status.

Press it again to return to normal operation.

### GOTO & CONTINUE

When using the GOTO and GOTO TIME (i.e. SHIFT+GOTO) functions, a new GOTO & CONTINUE function is introduced:



If you locate and press GOTO & CONTINUE, playback will continue with the previous transport state. So, for example, if you are in play at +.75x speed, after locating with GOTO & CONTINUE, the DPS24 will start playing again at +.75x speed after locating to the specified point.

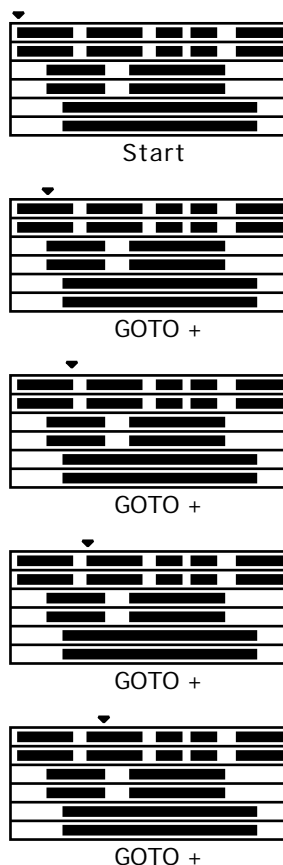
The other GOTO functions work as before.

### GOTO NEXT / PREV CUE

A new option is provided in the GOTO function that allows you to locate to the next or previous 'cue'. This is a quick way of moving around a project where locate markers have not been set. To go to the next and previous cues, press *and hold* the GOTO key whilst pressing the numeric keypad +/- keys.

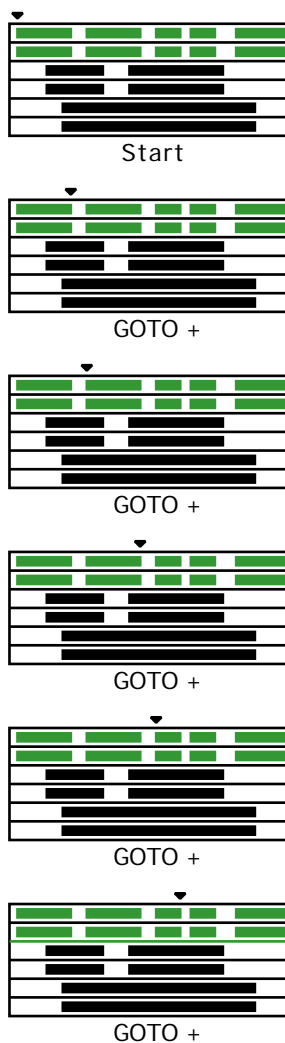
However, there is a certain logic to the function that needs to be understood.

When no tracks are selected for EDIT, pressing GOTO and + will simply go to the start and then the end of every cue on every track. For example:



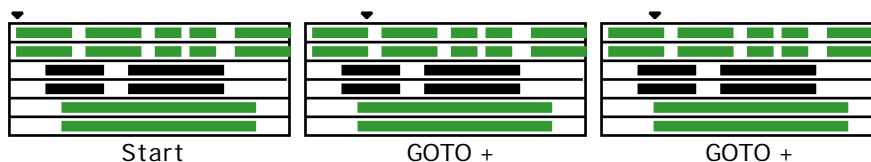
And so on.

However, with (say) tracks 1 and 2 selected for EDIT, GOTO +/- will only go to the start and end of the cues on the selected track(s):



And so on.

When multiple tracks are selected for edit, GOTO +/- will go to the start / end of cues on the selected tracks:

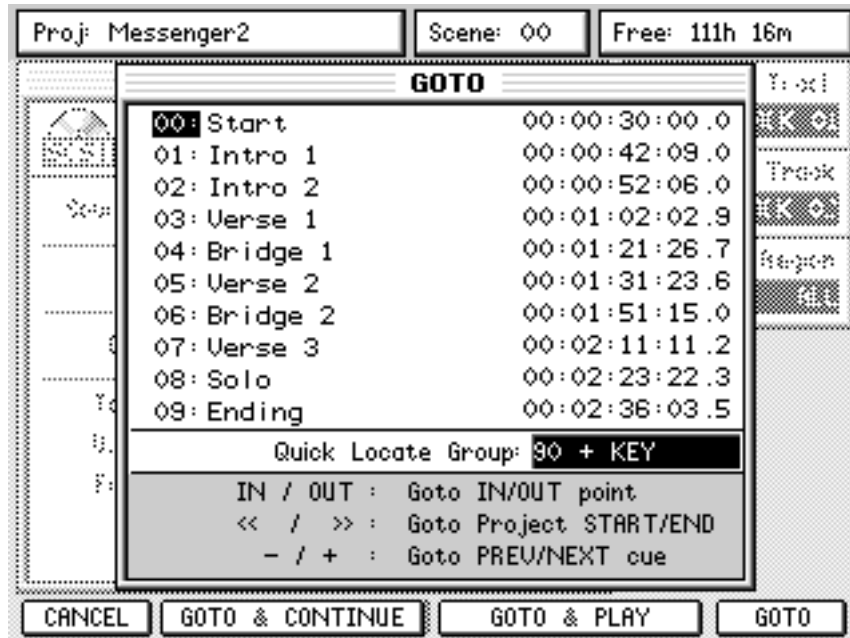


And so on.

Of course, in all cases, GOTO - has the opposite effect.

It is also possible to press the GOTO key and *then* press +/- to go to the next/previous cues.

When pressing GOTO, a revised pop-up is displayed to show the new options described above:



## QUICK LOCATE KEYS

To facilitate easier locating, new 'quick keys' have been introduced in Version 1.5.

It is now possible to use the numeric keypad 0-9 as Quick Locators (without opening the GOTO/MEMORY windows).

To Store Quick Locates, press *and hold* MEMORY and press a numeric key 0 - 9.

To Recall Quick Locates, press *and hold* GOTO and press a numeric key 0 - 9.

If you press (and hold) either MEMORY or GOTO but don't press a numeric key, upon releasing either key (MEMORY or GOTO), the usual locator pop-up will be shown on the LCD as shown above.

**NOTE:** The new QUICK LOCATE function uses locator memories 90-99 as the default on the assumption that these are unlikely to be actually used as 'real' locator memories. Operation should be transparent. However....

By pressing GOTO or MEMORY, you can use Q5 to select which group of 10 locate memories will be used for the QUICK LOCATE memories. These can subsequently be used as 'quick locates'. So, for example, if you have a bunch of useful locate points in Locate memories 50-59, these can be nominated as your 'quick locate' memories.

## OTHER LOCATOR IMPROVEMENTS

GOTO followed by PLAY rolls back by the pre-roll time and continues (as in Goto & Continue).  
 GOTO followed by STOP locates to 0 and then continues.

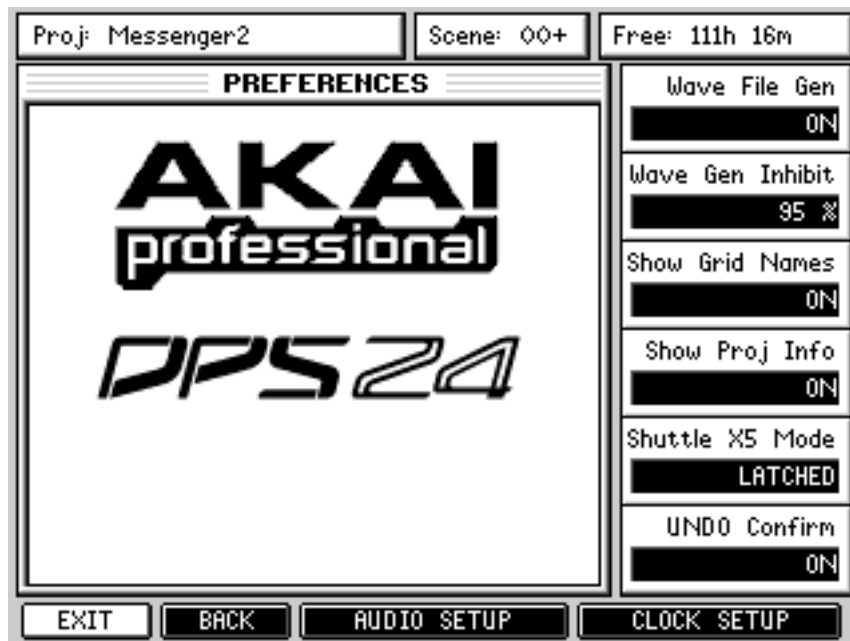
## USER SELECTABLE LATCHED / MOMENTARY FF/REW SHUTTLE

It is now possible to select how FF and REW 'shuttle' will perform.

A unique feature of the DPS24 is its ability to rewind and fast forward in PLAY with 'tape chatter' just like analogue reel-to-reel tape machines. Since V1.00, this has been achieved by pressing FF or REW when the DPS24 is playing... the DPS24 will go into this 'tape chatter' shuttle playback mode until such time as PLAY is pressed (to resume playback) or STOP is pressed. This is ideal if you have long recordings to shuttle through.... you can just press the key, sit back and wait until you're at the point you want to be.

However, we have received requests for the function to emulate the way some reel-to-reel tape machines worked which is that you press *and hold* the REW or FF keys.

As a result, this method of operation is now available as a user preference:



The SHUTTLE X5 MODE on Q5 allows you to selected LATCHED (i.e. V1.00 implementation) and MOMENTARY (the new alternative implementation). When MOMENTARY is selected, when the DPS24 is in PLAY, press *and hold* either REW or FF to shuttle with the 'tape chatter' and release the key at the appropriate moment... the DPS24 will revert to playing back at normal speed.

## NEW UNDO CONFIRMATION POP-UP

Some users have requested a pop-up to confirm that an UNDO (or REDO) operation has been successfully completed and also that there be an indication when there is nothing to undo.

this is now available as a user preference:



With UNDO CONFIRM [Q6] enabled, you will see a prompt after every UNDO / REDO operation that simply says "UNDO completed" (or "REDO completed" of course). You can close this by pressing OK on F6 or it will close automatically after a few seconds.

If there is nothing to undo / redo, the prompt will inform you as such.

If you don't want these pop-up confirmations, simply disable the function.